



博奕に大負けした主人が、太郎冠者を借金のかたにとられることになります。事情も伝えられずに博奕相手の何某のもとへ 向かった太郎冠者、真相を知ってつむじを曲げ、命じられた仕事をまったくやろうとしません。怒った何某は主人に文句をつ け、主人は一旦太郎冠者を帰宅させて本当の働きぶりを見せることにします。主人のもとへ帰れると聞いた太郎冠者は大喜び で帰宅し、主人に命じられるままに縄を綯います。縄を綯いながら、喜々として何某の家の悪口をしゃべる太郎冠者。その間 に縄の端を持っていた主人が何某に入れ替わるのにも気づかず…。

太郎冠者が縄を綯いながら身振りや物真似をまじえて話をする部分がシテの独演となっていて 見どころです。



室町期に観阿弥と世阿弥の親子によって輪郭がほとんど完成された能は、一人の主人公(シテ)に焦点を当て、その微妙な 感情を表現しています。しかし、その後、色々な変化ある作品が作られ、この「土蜘蛛」は非常にスペクタクルな演出のある 作品になっています。

源頼光(平安中期の武将)が病に臥せていました。そこへ、侍女である胡蝶が薬を持って見舞いに来て、病のために気弱に なっている頼光を慰めて退出します。家来も病室から退出して誰もいなくなった夜更け、僧形の妖怪(シテ)が現れ頼光の病 状を問います。怪しんだ頼光が名を尋ねると古歌を並べ、「病は自分のせいだ」と言い、妖怪は千筋の糸を投げます。頼光は 枕元の刀(膝丸)を取って切りつけるが妖怪はいつしか姿を消します。物音に驚いて駆けつけた剛健な武者 (ワキ) に今の出 来事を述べると、武者は妖怪である蜘蛛の化生を退治するために流れた血の跡をたどって退治に出かけます。武者の下人がこ との次第を語った後、場面は古塚の場所に代わります。武者達が古塚の前に立ち、塚を突き崩すと、中から土蜘蛛の精(シテ) が現れ、千筋の糸を投げかけ武者達を悩ましますが、最後には切り伏せられて終演です。

国際交流のタベ



KYOGEN NAWANAI (Rope Twisting)

Synopsis:

A master loses a fortune at the gaming table and pledges his servant, Taro Kaja, as collateral for his debts. Taro Kaja is sent off—without explanation—to a certain person who bested his master. When he learns he has been put up as collateral for his master's debts, he takes offense and flatly refuses to work. Enraged, the new master complains to the old master, who then sends Taro Kaja home to demonstrate his true work ethic under ordinary circumstances. Overjoyed at the prospect of returning to his master, Taro Kaja rushes home and begins twisting rope as instructed. While he works, he gleefully speaks ill of the new master's household. Meanwhile, his master, holding the other end of the rope, quietly slips away, and the new master takes his place—though Taro Kaja never even notices.

The rope-twisting scene—rich with gestures and mimicry—is a solo performance by the principal actor and one of the work's most memorable highlights.

Non

TSUCHI-GUMO (The Ground Spider)

Noh theatre, largely shaped into form by the father-and-son duo Kan'ami and Zeami during the Muromachi period (1336-1573), focuses on a single principal role (the shite) and the subtleties of that character's inner life. Over time, playwrights created a wide range of works, some of which were—like Tsuchigumo—dynamic and spectacular.

Our story unfolds in mid-Heian Japan, when the samurai general Minamoto no Raiko (948-1021) lies confined to bed with illness. His maid, Kocho, brings medicine and offers gentle solace to her ailing lord before leaving. Late that night, after all the retainers have withdrawn, a strange-looking figure in priestly guise (the shite) drifts into the chamber and inquires about Raiko's health. Suspicious, Raiko demands, "Who are you?" The spirit recites ancient verse, declares itself the source of his malady, and flings a thousand silken strands to entangle him. Raiko seizes his sword Hizamaru from the bedside and slashes at the odd being-but it melts into thin air. Alarmed by the commotion, a stout warrior (the waki, supporting role) rushes in. When Raiko recounts the eerie encounter, the warrior vows to slay the spider-monster incarnate and follows a trail of blood in pursuit.

After the warrior's servant recounts what transpired, the scene shifts to an old mound. There, the warrior and his men stand before the mound and begin to break it apart. From within appears the earth-spider spirit (the shite), hurling a thousand strands of spider silk in a furious assault. Yet the warrior and his men cleave the creature and bring it down, restoring order and concluding the play.